MEG Pacto Quick Play Guide

If you hit a situation not covered in this guide – use common sense and agree a ruling with your opponent or refer to the full MEG Pacto rulebook.

MEG in brief

Game turns are split into phases
In each turn, one player is the active player. In the first turn, this is the attacker. From then on, it alternates for each turn.
In each phase, the players alternate taking actions until both players pass
Play then moves to the next phase

Table :3x2 feet or 90 x 60 cm

Universal rules

(Army list or characteristic-specific rules supersede the universal rules)

- In each phase, a general may upgrade one card for the unit they are with. If that card is used for a move, the general must move with them
- A general can move once each phase
- UGs can make a prompted action once each phase
- During every move units may shift by up to quarter of a base width to
    - Avoid friends
    - Avoid terrain

Interpenetration

Units cannot move through each other
Except

- Foot SUGs can move through and be moved through by any other unit
- routs, charges and flee moves will move through and cause a KAB on the unit moved through

Pre Battle System (PBS)

- Roll off for attacker defender based on the quality of each player's army commander (Legendary:red, Talented:Yellow, Competent:Green, Mediocre:White). Skull>wound>s>blank.
- Draws reroll
- A winning skull gives a strategic intercept
- The winner decides to attack or defend.
- Each player receives the number of PBS cards identified in their army list.
- Each player simultaneously plays a card, the winner chooses the terrain type from the defender's terrain choices.
- The defender (or attacker if they achieved a strategic intercept) places a token to indicate the terrain type.
- 5 rounds of each player simultaneously playing a card from their PBS hand. The highest score in each round can move the token on the map by a distance defined on the sheet.
- If a player starts with a hand of fewer than 5 cards, they may pass instead of playing a card. (1 pass for 4 cards, 2 for 3 cards)
- Any remaining cards may be kept or discarded
- Set up terrain as in the PBS sheet

Scouting

- Deal cards to make the hand up to the number of cards indicated for scouting on the army list
- Reveal up to 5 cards
- Total the score of each players revealed cards (Red:40, Yellow:20, Green:10, others 0)

Deployment

- Players alternate deploying groups of troops
- The loser of scouting deploys a percentage of their army as indicated by the difference in totals
- The winner then deploys the same percentage
- If scouting was a draw, the defender deploys 30% of their army

Either player may place ambushes or decide on flank marches – see the main rule book

- The players then alternate deploying groups of 30% until all units are deployed

Units must be deployed

- in the owning players table half
- up to 11HBW from the centre line
- not within 5 HBW of the table side edges unless
    - It is a SUG
    - There is a secure flank

Phases

Command

Discard Cards

Discard cards as desired. The active player takes the pack and shuffles in all discarded cards.

Deal Cards

Deal cards to all generals up to their card level. This includes dead generals

Ally generals receive their cards face-up in the first round. If all black or white, the general is hesitant until they receive a red card (see rule book for full ally general rules)

Flank marches receive their cards face-up until they are on the table (see rule book for full flank march rules)

Give Cards

professional army commander gives cards to on-table professional sub-generals at up 15HBW away if floating, otherwise up to 10HBW.

Charge

Starting with the active player alternate making pre charge actions

pre-charge actions

Move general (see common actions)

Move SUG to allow charges.

- A white move to move a SUG to allow a charge to take place

Starting with the active player, alternate making a charge action

Charge Actions

Declare a Charge

- Pay a card to prompt a unit to charge a valid target
- A valid target is one that can be contacted by a charge move.
- Use a marker to indicate the charge path (i.e. the direction that the charge will take)
- A charge is a move that can start with a wheel of up to 90 and must contact an enemy unit with the charging unit's front edge
- The move cannot exceed the adjusted charge move in the terrain

A prompted charge

- Cannot pass through any friendly or enemy units

A forced charge

- Cannot pass through enemy units
    - Can and must pass through friendly SUGs

Pass (see common actions)

Discard (see common actions)

Charge Reactions

Once all charges are declared, starting with the phasing player, make charge reactions

Stand

Stand and take it

Stand and Shoot

Stand and perform reaction shooting

Skirmish

Cavalry armed with missile weapons or SUGs perform reaction shooting and move a variable move distance either

- In the direction of the charge
- Straight forwards
- Straight backwards

And finish facing the same direction they started

The unit's move distance is reduced by 2 HBW

Run away

Cavalry armed with missile weapons or SUGs perform reaction shooting and move a variable move distance either

- In the direction of the charge
- Straight forwards
- Straight backwards

And finish facing the opposite direction to which they started

Counter charge

Available to units that are the target of the charge.

- Wheel up to 90 degrees
- Move up to move distance -1

Cannot go closer to an enemy than 1HBW

Intercept

Available to units that are not the target of a charge

- Move a unit up to its move distance -1 HBW
- It must finish in the charge path of a declared enemy charge

Reaction shooting

Any files where the charge path passes within 1BW of the front edge must shoot with any missile weapons.
Once all reactions are complete, starting with the phasing player, alternate making charge moves

Charge Combat

Complete a round of combat using charge factors

Shooting Phase

All shooting is simultaneous

- Select a file to shoot
- Select their target
- within range and arc (1 BW horizontal either direction from shooting file)
- And priority (within 1BW)
- Find bonus from QRS
- Roll dice and apply result

Apply outcomes if any UGs break

Movement Phase

Replace professional Generals (see common actions)
Starting with the active player, take turns to make a single move action

Move actions

Move general (see common actions)

Move

- Choose a move from the QRS table
- Move the UG or group so that no corner of the UG or group moves more than its movement distance in the terrain.

Terrain and slowing effects

Terrain may reduce the unit's movement distance.
This effect occurs if any part of the unit moves in the terrain during any part of its move.
Slowing effects from S hits or other effects reduce the unit's movement distance
Variable move rolls may reduce or increase a unit's movement distance
Some actions limit the moving unit's movement distance (see QRS)

Discard a card (see common actions)

Pass (see common actions)

Melee Phase

Complete a round of combat using melee claims.
Make MF1 or MF2 moves to move files in combat
Make any break-off moves

End of Turn Phase

Recovery

- generals within 4HBW may use a RED (if the unit is in combat) or YELLOW (if the unit is out of combat) to remove wound markers
- Remove any slow markers

Replace Instinctive Generals (see common actions)

Common actions

Combats

Starting with the active player
Choose a combat (one or more UGs in contact with enemy UGs)
In the charge phase one of these UGs must have charged this turn

1. Choose a file in contact with an enemy file
2. If a general is in the file, the general can choose to join the combat
   a. If a general joins a combat, it stays in combat until it makes a move
   b. It adds 1 to the claim for its file
3. Sum the claims from each side
4. Look up the difference to identify the dice to roll
5. Roll the appropriate dice
6. Apply the result
7. Alternate choosing the next file to fight until the combat is complete
8. All files in contact with an enemy should fight.
9. When a file or base is in contact with more than one enemy file or base, the player with the multiple contacts chooses which base fights
10. When an UG is broken, none of the files in it or opposing it take part in further combats that turn
11. Choose the next combat

Move general

A general may be moved as a cavalry SUG in any direction through any other troops of either side

Discard

Spend a card without making an action

Apply Die Result

Wound

If the unit does not already have a wound maker

- Add a wound maker to the UG

otherwise

- Remove the wound marker and remove a base
- If a general is in that file see risk to general

Kill

Remove a base

- If a general is in that file see risk to general

Apply Shatter/shove

S

Apply Shatter/Shove

Apply Shatter/Shove

If it is the charge phase and the unit has Shatter

- immediately roll a green die
- Apply the result

If the unit has shove

- immediately roll a white die
- Apply the result

KAB

- Roll a die, colour depending on the quality of the unit
- Apply the result

Risk to General

- Roll a die, colour depending on the grade of the general.

Skull

- Killed in Action, move the marker to the camp
- KABs on all friendly units within 2 HBW

Wound

- Drop a grade
- If mediocre, lose any cards held

S

- Lose any cards held

Variable move

Roll a normal 6 sided die. On a

- 6 add 1HBW to the move distance.
- 2 take 1HBW from the move distance
- 1 take 2HBW from the move distance

Unprompted moves

Forced charges

If a unit subject to a forced charge is not held or prompted to charge, it will charge for free.

unit	Distance
Any unit without missile weapons	1HBW
Devastating chargers	3HBW
Charging lancers	3HBW

Pass

- Do not make an action and pass the turn back to the other player.
- When a single player passes for the second time in a phase they cannot make any more actions in that phase
- When a player passes immediately after the other player has passed, the phase ends, and no more actions can be taken

Slowing Effects

During the shooting phase count the number of hits (wound, kill, S)

If the number of hits is

- Equal to the TUG frontage: Reduce the movement speed by 1

Prompt through fire

A general within 2 HBW may spend an extra card to remove slowing effects on a unit when it moves.

- Yellow 1 HBW
- Red 2 HBW

Outcomes

When a TUG is broken

- Apply a KAB to each friendly unit within 3 BW
- If it is fighting in two directions
  - remove it

otherwise

- Roll a variable move and move the broken unit that far to its rear
- Remove it

A routing unit

- stops if it encounters an enemy unit
- bursts through a friendly unit it cannot avoid, causing a KAB on that unit

Pursuit movement

If all of a unit's enemies are destroyed, move the victorious unit(s) by a full move to follow the destroyed unit(s)

Unless

- Missile focussed (optional)
- A control pursuit is paid
- The enemy is completely destroyed

Replace General

Dead generals are replaced. Move the marker from the camp to a unit in the previously dead general's command. The general is now one grade less effective.

Winning the battle

As soon as one side has more destroyed TUGs than surviving TUGs on the table, the army is broken, and the game is over.

If both sides break on the same file of combat, it is a 12:12 draw